Power Rangers Zeo

JumpChain CYOA

ver. 2.0

by Sonic0704



Hello Jumper! Why don't we try something different now, for a little chance of pace? What do you say about doing Power Rangers Zeo Jump? I will give you **1000 CP** to spend on your purchases and you can get more from drawbacks. You will be staying in this world for **1 year**, while the Zeo team of Power Rangers is active.

You start at the beginning of Power Rangers Zeo TV series, just as Machine Empire arrives at the Moon under the leadership of Royal House of Gadgetry, having chased off Lord Zedd and Rita Repulsa. They plan to add Earth to their Empire and the only ones standing against them are Power Rangers, who have just upgraded to new powers with help of Zeo crystal shards. Prime opportunity for you to get involved.

Origins

Any of the origins can be taken as a Drop-In. You retain the same gender as you had in the previous jump. You are free to pick your age, as long as it is appropriate for your origin (Power Rangers are high school students, so the appropriate age is expected).

Civilian (free) - You are just a mere civilian, trying to live your life the way you want, without having to deal with battles between Power Rangers and Machine Empire.

Power Ranger (-100 CP) - You got selected by one of Zeo Crystal Shards as a worthy wielder and can, with the help of Zeonizers, now transform into a Power Ranger. You are free to pick which colour represents you, if you pick one of the canon ones then you automatically replace said Ranger by taking their place.

Machine Empire (-100 CP) - You are a member of the dangerous Machine Empire and have arrived at the Moon as part of their army, prepared to do your part in conquering the Earth and getting it assimilated into Empire.

Starting Location

Civilian starts in Angel Grove, California. Power Ranger starts in Power Chamber. Machine Empire starts in Machine Empire's city on Moon.

Perks

Right Time & Right Place (-100 CP, free for Civilian) - You get this uncanny talent to turn up at the right place at just the right moment to offer help in whichever capacity you can, like helping Power Rangers by distracting attacking monster for few moments or by providing information about past to those seeking their origins.

Convenient Excuses (-200 CP, discount for Civilian) - You have become a master at misdirection, half-truths and excuses, always ready with an explanation about events that are happening around you. Just be careful, or friends that you are trying to help might start to get suspicious about you.

Blending In (-400 CP, discount for Civilian) - You might as well have the power of invisibility, you are simply that good at blending in with the general populace and escaping notice by monsters and the Power Rangers. No need to worry about getting taken as a hostage by a monster or used by it as a distraction to escape from the Rangers. This works only as long as you make no effort to involve yourself in battles, of course.

Morphinominal Genius (-600 CP, discount for Civilian) - Weapons and zords used by Zeo Rangers have all been created by Billy Cranston and Alpha 5 and are a testament to their intellect and skill at working with advanced alien tech and gadgets. You are now just as capable as them, easily capable of creating your own zords, weaponry and other gadgets. As long as you have access to the power source to connect them with Morphing Grid, you can whip up everything that Power Rangers would need in their battles. Billy Cranston will gladly welcome your help as well.

Guided By The Power (-100 CP, free for Power Ranger) - Being a Power Ranger is not at all that easy. Without some fighting skills you are pretty liable to lose in upcoming battles, but thankfully for you, your own power will ensure this does not happen, guiding you by providing you with subconscious suggestions on how to fight. This will work even in the unmorphed state.

Hurry Up! (-200 CP, discount for Power Ranger) - Morphing sequences might appear to be a great idea, serving as a means of distracting attacking monsters and allowing you to centre yourself and mentally prepare for the battle, but sometimes, unfortunately, there will be no time to execute it. With the purchase of this perk, you will not have to worry about it anymore, as you will be able to morph instantly. You will be capable to toggle it on or off as you'd want and will be, post-Jump, be able to use it to swap between outfits with just a voice command, assuming you find a way to keep outfits from getting mixed up.

Divided We Fall (-400 CP, discount for Power Rangers) - As you and your fellow Rangers will learn time and time again, teamwork is the crucial part of your success and without it, you are doomed to fail. Thankfully, with this perk teamwork between you and your allies will now be seemingly seamless after just a few hours of working together, and will get even better as you get to know each other. And combined with Guided By The Power…

Karma Balance (-600 CP, discount for Power Rangers) - The luck of Power Rangers appears to be quite strange sometimes, going from one extreme to the other, like when things are going extremely bad and it looks as if there is no way you could defeat your adversary with your powers intact, you and your teammates seem to miraculously find a perfect solution to your problems. Old morphing powers not being the right sort to deal with new enemies? Well, you do have this potential power source just lying around, so just use that one instead. Old Zords not powerful enough any more to defeat your enemies? No worries, Billy has some new ones just by chance lying around and ready to be used, even if they haven't been tested yet.

Robotic Body (-100 CP, free for Machine Empire) - One thing that holds true for all members of the Machine Empire is that they are all robots, from the weakest Cogs to their leaders King Mondo and Queen Machina. You now have a similar robotic body, made with the best of the Machine Empire's technology. As long as your core remains intact your body can be rebuilt with access to the right equipment, but on the downside your Robotic Body will also require constant upkeep. Comes with the necessary knowledge to perform upkeep and repairs yourself. Post-jump this becomes alt-form.

Machine Arena Champion (-200 CP, discount for Machine Empire) - You have survived and triumphed in the Machine Arena, where Prince Gasket made his bravest warriors fight for glory. Unlike Cogs, which as best serve as a distraction and lack any skills at fighting you are now master at fighting one-to-one.

General (-400 CP, discount for Machine Empire) - Machine Empire's army is enormous and under the leadership of numerous generals responsible for conquering countless worlds in the known space, exploiting a variety of tactics and adapting them to better deal with their adversary's weaknesses. You are now one of these Generals, a master tactician capable of organizing and executing conquests of entire worlds… as long as you have the necessary resources for it.

Royalty (-600 CP, discount for Machine Empire) - Machine Empire's most powerful members are their leaders, members of their royal family. With the purchase of this you become one of them, making you smarter and stronger, easily capable of going against the entire team of Power Rangers on your own and in the worst case ending the battle in a tie.

Gigantify (-600 CP) - Machine Empire's Klank and Orbus have the capability of enlarging their monsters to gigantic sizes, requiring Power Rangers to assemble MegaZord to fight them. Trey of Triforia proves he is capable of a similar feat by channelling power through his Gold Ranger Staff, using it to enlarge Rangers to the same gigantic size without the need for Zords. Through means of your own choice (technological, magical or something different) you now have means of doing similar feat and gigantifying either yourself or your allies. It is, unfortunately, quite a taxing process, so it cannot be done more than once in the week.

Items

Symbol Of Your Origins (-100 CP, free for Civilian) - An item that symbolizes something from your past. It can be half of an arrow, a key, a police badge or whatever you want to, something for you to look at when times are desperate. It will instil you with positive emotions, calm you down and give you the drive needed to work things out.

A Job (-200 CP, discount for Civilian) - As a civilian, you have to worry about things like money and having a job. Even if you are a student you might need a part-time job to supplement your income. With this, you are now guaranteed to quickly find a job you are capable of performing and make a decent salary, with your boss surprisingly understand should you run off due to the monster attack without telling them. Should you, for whatever reason, lose your job, you will soon enough find another similar one.

Hangout Central (-400 CP, discount for Civilian) - You now own a small, but successful business that is comparable to the Youth Center or its beach café, providing you with some additional income and area with a place where people can hang out and organize a variety of events.

Power Chamber (-600 CP, discount for Civilian) - Not the actual Power Chamber, but a shelter replica of it that you built with help from Zordon, Billy and Alpha 5 in a remote location. Can serve as a temporary shelter during the monster attack and even as a backup command centre for Power Rangers, if you agree to give them access to it.

Zeo Crystal Shard & Zeonizers (-100 CP, free for Power Ranger) - You now have your own Zeo Crystal Shard and Zeonizers, with which you can transform into a Power Ranger. You can pick whichever associated colour you want, though if you did not take Power Ranger Origin you cannot take one to replace canon Power Ranger.

Master Morpher (-100 CP) - Each purchase of this upgrade allows you to combine your Zeonizers with similar transformation items acquired in other jumps (if previously combined via a similar option they count as one for purpose of this).

Zeo Power Weapon (-200 CP, discount for Power Ranger) - A power weapon of your design, albeit similar to the canon examples. If combined with 4 other Zeo Power Weapons it will form the Zeo Blaster. You can import an appropriate weapon into it for free.

Entire Weapons Set (-200 CP) - With a purchase of this you also get 4 other Zeo Power Weapons, allowing you to form Zeo Blaster on your own. You can lend them out if you want to, but keep in mind that you can use only one of them at one moment. Design of your choice and free import of an appropriate weapon applies as with the first weapon.

Master Weapon (-200 CP) - This upgrade to your Zeo Power Weapon allows it to combine with other weapons, not just with Zeo Power Weapons, with 5 of them forming a Super-Weapon comparable to the Zeo Blaster. If Entire Weapons Set was purchased this effect extends to them as well.

Zeo Jet Cycle (-400 CP, discount for Power Ranger) - Your own Jet Zeo Cycle, to use to quickly get around should teleportation be down for whatever reasons. Reappears in your Warehouse after one week, if destroyed. You can import a similar vehicle into it for free.

Zeo Zord (-600 CP, discount for Power Ranger) - Your own Zeo Zord, in your preferred form that fits the theme of other Zeo Zords. Together with 4 other Zeo Zords it can combine into a Megazord. One purchase of this gives you either standard Zeo Zord or a Super Zeo Zord, while two purchases of this gave you both.

Entire Zord Set (-300 CP) - Purchase of this gives you 4 other Zeo Zords, so that you can form your own Megazord yourself. When not combined they still have to be piloted by somebody else, so giving your allies access to them is recommended. Two purchases of this required if you want both sets of Zeo Zords and Super Zeo Zords.

Carrier Zord (-300 CP, only for Additional Ranger) - A Carrier Zord comparable to Pyramidas, is now under your control. Due to its size and technology, it can serve both as temporary living quarters and as a spaceship. Combines with other Zords to form UltraZord.

Master Zord (-300 CP) - This upgrade to your Zeo Zord now allows it to combine with any other similar Zords or Mecha to form Megazords or similar super-mecha, requiring at least 3 of them to form something, depending on the combination. This upgrade extends to all of your Zords purchased for this jump.

Basic Upkeep Equipment (-100 CP, free for Machine Empire) - Basic equipment, tools and materials you need to maintain the upkeep of your Robotic Body and to be capable of repairing it. Can be used on your robotic allies or empire's various machinery as well. You receive a packet at the beginning of each month, which contains enough for the upkeep of that month along with some reserve and some random spare parts.

Integrated Weapon (-200 CP, discount for Machine Empire) - Power Rangers might have their Zeo Power Weapons, but warriors of Machine Empire are not far behind with their own weapons, which while not capable of combining together into a Super-Weapon have a different advantage, they can be integrated into a warrior's robotic body, in a dormant form that is not a hindrance, but transforming into a powerful weapon when needed just with a mental command from the warrior. You can import an existing weapon for free, just keep in mind that this weapon is going to integrate into your robotic body and will become part of this alt-form. If you do not purchase a Robotic Body in this jump, then you need to have a similar alt-form for this purchase to be fully effective, otherwise it will just give you a standard weapon.

Quadrafighter (-400 CP, discount for Machine Empire) - While normally piloted by Cogs, you have managed to appropriate one of these vehicles for your own use and modified it enough so that you can pilot it yourself. Remember that it can be used in space as well.

Machine Empire City Colony (-600 CP, discount for Machine Empire) - Somehow you found yourself in the control of one of the Machine Empire's colony cities. It does not come staffed, which will be up to you to arrange, but it comes with all the necessary infrastructure already set up and energy shields active to keep the atmosphere inside it just in case you bring in some non-machine. Maybe as slaves? Since the main Machine Empire is already using the Moon, this one is placed a bit further away on Mars. Post-Jump it can be automatically placed on an uninhabited celestial body of your choice or kept in a pocket dimension connected to your Warehouse.

Companions

Ranger Team (-200 CP/-300 CP) - Import or create up to 4 Companions, which will function as your teammates. They automatically get the same origin as you for free, along with associated freebies and 600 CP to spend on their own purchases. For an additional 100 CP this number is raised to 8 Companions.

Long Lost Sibling (-100 CP) - You have a sibling of which you did not know until recently, as due to the circumstances both of you were given up for adoption when you were just a baby and you were adopted by different families. You have learned of their existence just recently and have decided to come looking for them. If you manage to find them and form at least a friendly relationship with them, then you can recruit them as a Companion. They come with the Right Time & Right Place, Convenient Excuses, Symbol Of Your Origins and Job for free. Purchase of this requires you to take Adopted drawback. Long Lost Sibling can be imported Companion, if you desire so, but they won't remember anything about you or the Jumpchain until the end of Jump. Can be purchased more than once.

Foot Soldiers (-200 CP, discount for Machine Empire) - Somehow you have found yourself in a command of 4 Cogs, foot soldiers of Machine Empire. They don't appear to be all that useful, but maybe you could use them as a distraction while you battle your enemies? Together all 4 of them take 1 Companion slot.

Birds Of A Feather (-200 CP, special discount) - With the purchase of this you will develop a close friendship with a canon character of your choice. After the jump there ends they will come along as your companion. A discount for this purchase is granted if they belong to the same fraction as you.

Drawbacks

Limit of 600 CP. Additional drawbacks can be taken for flavour and challenge, but do not give you additional CP.

Legacy Of Power (+0 CP) - This world seems strangely familiar to you because you have already previously visited it during some of the other jumps. Can be used to connect with other Power Rangers jump into continuity and even works on generic jumps set in the Power Rangers universe. Assume some fiat-backed shenanigans should they be in non-chronological order.

Observe The Viewing Globe (+0 CP) - When it comes to adapting material from Super Sentai not everything was used due to a variety of reasons, or maybe there are elements from comics continuity that you think would fit really well into TV series canon. Some of the fanfics out there also make pretty good at clearing up several background details or dealing with various unresolved plot points. With this toggle, you can now mix and match elements of these into this world as much as you want, as long as you keep the core of the show itself and do not remove key elements.

Standard Duration (+0 CP) - If, for whatever reason, you want this jump to last for standard 10 years instead of just 1, then you can take this toggle to do so.

Additional Ranger (+100 CP, limited to Power Ranger) - Instead of being part of Zeo team from the beginning you will be joining them as one only once half of the year is already over as an additional member, which will cause Machine Empire to view you as a serious threat and try to eliminate you with much greater intensity than when it comes to other Rangers. Not permitted if you picked Red, Blue, Green, Yellow or Pink as your colour. Until you don't become Ranger you will not have access to your purchases from Ranger trees.

Adopted (+100 CP, mandatory with Long Lost Sibling) - When you were just a baby, long before the first memories that you can remember, you were given up for adoption, something that you have just recently discovered. Now you have decided to find out more about your birth family, which will not be easy to start on since you will not have many clues and there is no guarantee you will succeed in finding out anything, but it will keep nagging at you until you really try and exhaust all of the options available.

Blindness (+100 CP) - Maybe you have been born blind or maybe you lost your sight in an accident, but whatever had happened, you are blind. You have learned how to live with this disadvantage, but monster attacks are not something for which you are prepared…

Annoying Tag-Alongs (+100 CP) - For some two annoying bumbling idiots have decided that you are now their mentor. They will try to follow you wherever you go and accidentally create even more trouble, especially for you. You can't seem to shake them off and it seems like you are spending just as much time getting them out of trouble as avoiding them.

Amnesia (+100 CP/+200 CP) - Looks like something went wrong with your insertion into this Jump, causing you to lose all of your memories and with them access to your various

powers, perks and items from previous Jumps, except for passive ones. Luckily for you, this is only temporary and in the meantime, to keep you safe, you will serve as a butler to Bulk and Skull alongside a similarly amnesiac Goldar and Rito Revolto. For +100 CP this drawback will last only for a few weeks before you retain your memories, perks, powers and items. For +200 CP this drawback will last for the entire year.

One-Into-Three (+200 CP) - Somehow you have been infected with a mutated form of Triforian illness, which causes Triforians to split into three bodies representing their three major personalities. These splits and recombining keeps happening randomly and unfortunately for you while split into three it is impossible to do things like morphing or fighting. It will take a few months for you to get healed, so maybe you should consider looking for some temporary replacements.

Accelerated Aging (+200 CP) - Time-reversing and time-undoing can be quite taxing on a body and can cause problems if internal biology has trouble adjusting to it. Something like this happened to you, so you have started undergoing accelerated ageing. Luckily for you, Aquitar planet has some healing springs that could help you with this and Aquitians have agreed to give you access, but you will need to hurry up and find a way to get there before you age so far that you would die.

Quest For Zeo Crystal Shard (+300 CP, limited to Power Ranger) - Instead of starting the jump with the arrival of Power Rangers to the new Power Chamber you will start it a few weeks earlier, while Earth is under the effect of time-reversal. This means you are now a pre-teen child and without any of your powers, perks or items until time-reversal isn't undone. Joining with other Rangers Zordon will send you on a quest through the time to gather shards of Zeo Crystal and bring them to him, so that time-reversal can be undone. Hopefully lack of your perks, powers and items won't hinder you too much, but then again, canon Rangers managed to gather them, so it shouldn't be a problem for you to get your crystal as well.

Competent Enemies (+300 CP) - On TV series enemies sometimes appear to be quite incompetent, mostly just joking around and succeeding due to pure luck. Unfortunately, that is not true for this world, as they are now actually competent and employing real tactics.

Rival Villains (+300 CP) - It seems that Lord Zedd and Rita Repulsa have decided to not just give up their plans to conquer Earth. It might seem like this is a good thing, two groups of enemies prepared to distract each other, giving you free rein to execute your plans or making it easier to defeat them. Unfortunately, it is not to be, as they are more than prepared to give up on their rivalry to first deal with you and your allies before facing off amongst themselves.

End Choices

Pick one of the following:

Stay

Continue Jumping

Go Home

Notes

Changelog

Ver. 2.0 - Polished perk and item descriptions. Changed Jump's duration to 1 year. Replaced Drop-In with Civilian Origin. Redid Age and Gender rules. Replaced Secret Identity with Blending In and Let's Go Gigantic with Morphinominal Genius perks. Replaced Big Bang Buster with Divided We Fall perk. Renamed Last Chance Attempt to Karma Balance. Renamed Conqueror to General. Added Gigantify perk. Replaced Power Staff with Youth Center and Carrier Zord with Power Chamber items. Added Master Morpher, Entire Weapons Set and Master Weapon. Renamed Zord into Zeo Zord. Added Entire Zord Set, Master Zord and Carrier Zord. Renamed Signature Item into Integrated Weapon. Removed Auric. Replaced Canon Power Ranger with Birds Of A Feather. Lowered Drawback limit from 800 CP to 600 CP. Added Legacy Of Power, Observe The Viewing Globe and Standard Duration toggles. Renamed Sixth Ranger as Additional Ranger drawback and reworked it. Removed Christmas Hallucination drawback.

Google doc of jump can be accessed at this link:

https://docs.google.com/document/d/130qi9PJ9PTN_iW33n5P8cupXvaMA0_Y1l1CRfI5FqbY/edit?usp=sharing

Special thanks to CureBrute for suggestions and editing.

Check out Power Rangers Wikia. It is a good source of information and should clear out any questions. There are also several fan-made sites about Power Rangers.

About Items - Power Rangers get lesser variants of weapons and zords for the duration of the Jump, but unless they purchase them these do not have fiat-backing and do not respawn in Warehouse upon their destruction.

Robotic Body - Machine Empire is not the only example of robotic individuals in the Power Rangers universe, you can pick any of them with your purchase of Robotic Body if you desire.

About Royalty - If purchased by Civilian or Power Rangers it boosts your background. You can now be a member of an alien royal family or a child of Angel Grove's major or something similar. It also boosts your physical ability.

